

Kevin Daniel Pantasdo

FULL-STACK PRODUCT ENGINEER

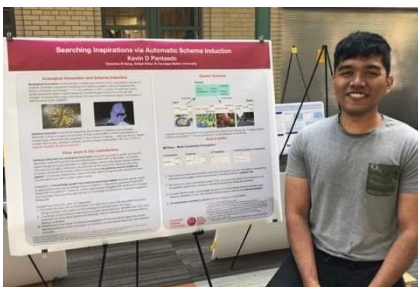
kevin.pantasdo@gmail.com | linkedin.com/in/kevindp | github.com/rndm-jpg
Indonesia | Remote | US working-hours overlap | Available immediately

Hands-on builder and designer working with React/Next.js, TypeScript and Python/Django. Founded Quantum and grew an international software business, following engineering at Google and AI research at Waterloo and Carnegie Mellon. Now seeking remote product engineering work.

CAREER TIMELINE 2015 TO 2020

2015-16	Kaizena Software Engineer iOS Sep 2015 - Apr 2016 Primary designer and iOS developer; took the app from initial development to an App Store feature.
2016	Athos Software Engineer Aug - Dec 2016 Rewrote the iOS networking layer and proposed visualizations for muscle-activation data.
2017	Google Software Developer May - Aug 2017 Developed features for home products, wearables and build systems, including the Google Wifi home-screen menu.
2018-19	University of Waterloo Undergraduate Research Assistant Jan 2018 - Apr 2019 Researched NLP transfer learning and memory-based dialogue systems. Coauthored work published at ICLR 2020, CHI 2020 and CHI 2020 Extended Abstracts; developed a sum-product network library using sparse tensor operations.
2019	Carnegie Mellon University Summer Research Assistant May - Aug 2019 Developed machine-learning systems to augment human cognition.
2020	University of Waterloo and national COVID-19 response Bachelor of Mathematics June 2020 Graduated with distinction, with studies in combinatorics and optimization and computer science. Built the Bersatu Lawan COVID system, publicly credited at its May 2020 launch, supporting symptom checks, patient monitoring and geographic risk information.

RESEARCH • PUBLIC-SECTOR COLLABORATION • TEACHING



Carnegie Mellon research poster



Polri public-sector software display



Penabur student workshop

Kevin Daniel Pantasdo

COMPANY BUILDING AND HANDS-ON PRODUCT WORK

CAREER TIMELINE 2021 TO TODAY

NOV
2021

Quantum Nusantara

Founder and CEO | Founded November 2021

Bootstrapped Quantum with \$20K in personal investment and grew the business to \$3M in cumulative revenue. Served international clients including Playmatic (later acquired by OpenAI), Rain.aero, Postcard.inc and CMC+Co.

Led delivery through multidisciplinary teams. Company projects included wildfire operations tools for Rain, logistics software for Avian and AI competency mapping for Telkomsel.

MAY
2023

Journo for Postcard.inc

Personal full-stack implementation | Public code dated May 2023

Built a React/Next.js and TypeScript frontend with Python/Django APIs for data-scraping workflows and dashboards. The public implementation demonstrates frontend workflows and backend API development.

Explore the code github.com/rndm-jpg/journo

MAR
2026

QuantumByte wins SelectUSA Indonesia

AI-powered no-code application platform

Built a platform that turns domain knowledge, business requirements and existing content into applications. Won the SelectUSA Indonesia Pitching Competition in March 2026, earning selection to represent Indonesia internationally.

SPRING
2026

Quantum at company scale

Grew Quantum to 51 employees by spring 2026. The company portfolio included 40+ enterprise-grade applications.

SELECTED PRODUCTS DELIVERED THROUGH QUANTUM



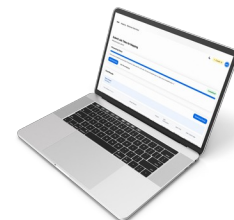
Rain

Wildfire control and planning.



Avian

Dispatcher and driver workflows.



Telkomsel

AI competency mapping and review.

EXPERTISE AND AVAILABILITY

React · Next.js · TypeScript · Python · Django · Django REST Framework
Product design · Full-stack development · AI applications · iOS development

Currently taking a career break from Quantum while continuing to code and design. Based in Indonesia, available immediately with US working-hours overlap. Open to remote roles, contracts and paid trials.